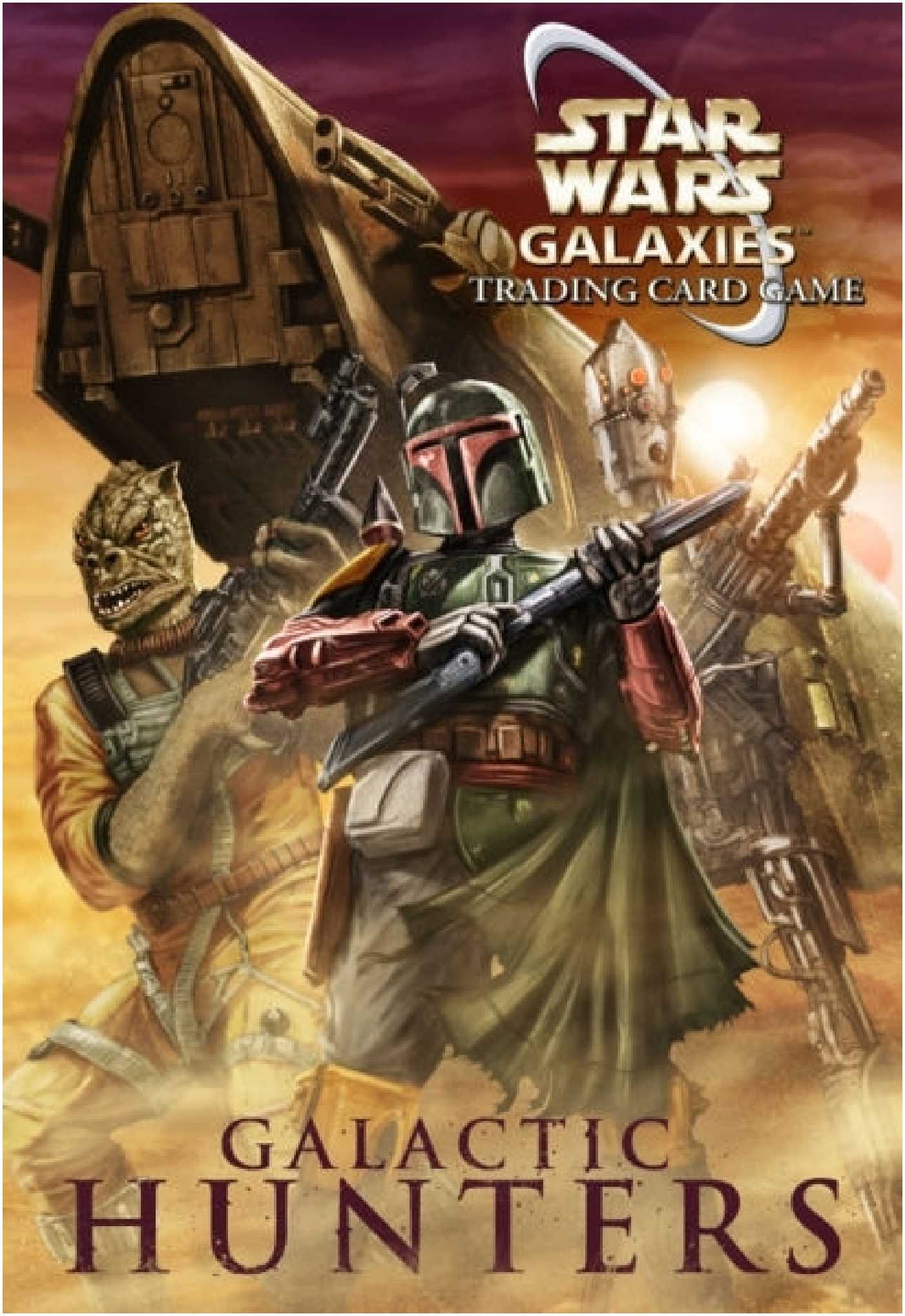

STAR WARS
GALAXIES
TRADING CARD GAME
GALACTIC
HUNTERS

Galactic Hunters Campaign

Disturbed by Rebel espionage in the Corellian system, the Emperor has lost confidence in the Imperial Army. Determined to squash this Rebel activity, he has contracted the most notorious bounty hunters to capture Rebel officials. When the cunning bounty hunters succeed, the Rebel Alliance is left in disarray. The captured leaders must be located and freed. The Alliance deploys a team of operatives to defeat the bounty hunters and rescue the Rebel leaders!



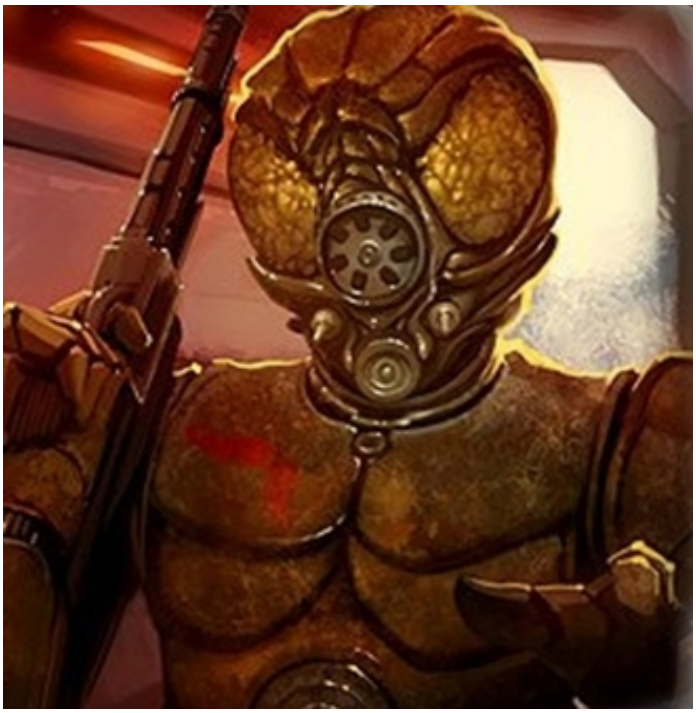
Dark Side Campaign: Capturing the Prey

Disturbed by the recent successes of Rebel espionage activities within the Corellian system, the Emperor has lost confidence in the integrity of the Imperial Army. Determined to squash this Rebel activity once and for all, the Emperor has contracted the most notorious bounty hunters in the galaxy to capture key Rebel officials, a task his own Imperial forces have been unable to accomplish.



Scenario 1: Hero of Yavin

Capture the first of the Emperor's Most Wanted list, a well-placed Alliance officer.



The Emperor's list of Most Wanted officials in the Rebel Alliance includes Wedge Antilles, a well-placed officer in the Alliance High Command. Antilles doesn't often leave the safety of the fleet, so finding a time to attack is difficult. Your Imperial friend arranges a meeting with an information broker who can help.

In a cantina on Tatooine, you approach a dark corner table with a hooded figure. A well-mannered voice asks you to sit down. The mysterious figure claims to have downloaded an itinerary for Antilles.

A metallic hand reaches from the dark and hands you a datapad. As the hood falls away, you see a specialized protocol droid. You realize it's 4-LOM, the bounty hunter.

The datapad has a schedule for Antilles that includes inspecting the Corellian Engineering Company. 'In exchange for this,' continues 4-LOM, 'I collect the bounty on Antilles.' You agree to the droid's terms.

A few days later, you find yourselves in a narrow mountain pass overlooking a CEC starship yard. The landspeeder carrying Antilles approaches right on schedule, and a shot from 4-LOM's concussion rifle cripples it. It lands with a crash, and the passengers quickly disembark.

The two of you emerge from cover, weapons aimed at the Rebels. 'Drop your weapons, Antilles!' you shout. He has several troopers with him, and one has already pulled his blaster. 'I am targeting the armed trooper,' says 4-LOM.

'Bounty hunters,' mutters Antilles. 'We're not going without a fight,' he says, firing from the hip.



You're surprised to find out that the Rebels accompanying Antilles are not green troopers, but a few of his veteran Rogue Squadron pilots. This is not their first firefight. However, your ambush plan provided you with excellent position and surprise was enough to swing the battle in your favor.

Finally, the wounded Rogues throw up their hands in surrender. His pilots can do nothing as you take Antilles into custody. Shortly thereafter, 4-LOM delivers the Rebel officer to Imperial authorities and you can mark another target off your list.



Scenario 2: Smuggler Extraordinaire

Pay a visit to a notorious import/export businessman charged with aiding the Rebels.



After helping 4-LOM turn Wedge Antilles over to Imperial authorities, you discuss with him another target on your list. The notorious 'import/export businessman' Talon Karrde is charged with trafficking in information about Imperial troop movements, and selling this to the Alliance.

The droid puts you in touch with the Gand findsman called Zuckuss. He has been observing Karrde and has a plan. It's an inside job, and he welcomes your help.

You will enter Karrde's organization by impersonating an engineer with a stolen datafile. Zuckuss will conceal himself nearby aboard Karrde's starship.

'I have performed a ritual and have foreseen that this stratagem will be successful,' says the uncanny Zuckuss.

You arrange a meeting with Karrde aboard his ship, the modified freighter Wild Karrde. Zuckuss will stowaway in a shipment of starship parts.

With little undercover experience, you are nervous with Karrde. The smuggler looks suspicious as he examines the information on your datapad.

Karrde pushes an alarm button. You can't wait for Zuckuss. 'Alright Karrde, put your hands up!' you yell, as you grab your weapon. 'You're coming with me!'

Behind you, the door slides open and you hear, 'No, he's not' Karrde laughs when he sees you realize that his guards have arrived. A firefight breaks out, and the vent grid on the wall falls to the floor. Zuckuss leaps out of the shaft and begins firing, and the battle is joined.



In the small confines of Talon Karrde's meeting room, you are able to get the upper hand and deal with his guards effectively. 'Put the blasters down, boys,' says Karrde, raising his hands in surrender. 'I'll give you credit, whoever you are... it was a bold plan, boarding my ship to shoot up my guards. Now, what do you want?'

'We want you, smuggler,' is your answer. Holding your weapon on Karrde, you nod to Zuckuss. He presses a few buttons on a comlink. 'An Imperial shuttle will be docking with the Wild Karrde shortly. You, me, and Zuckuss will be leaving and you're headed for an Imperial prison.'



Scenario 3: CorSec Operative

Use some family leverage to apprehend a Corellian Security Force operative.



Your next bounty is Corran Horn, a highly-placed operative in the Corellian Security Force. CorSec is one of the best intelligence organizations in the galaxy. Horn in particular will be difficult to ambush and even more difficult to deceive.

Arriving early for a meeting with an information broker on Corellia, you find a man wearing Ubese armor talking to your contact. You recognize him as the masked bounty hunter, Boushh. You strike up a conversation with Boushh and decide to pool your resources.

Once you work out the terms, namely that Boushh will collect the bounty on Horn, he's willing to proceed. The Ubese agrees that it will be difficult to use a direct approach in apprehending Corran Horn.

'In certain operations, I've found it useful to leverage the relatives of the target,' offers Boushh. 'I've compared the itineraries and defenses of both men, and I believe that Corran's father, Hal Horn, will be easier to apprehend.'

Even though Corran's father is also a CorSec operative, you capture the older man to hold him in a secure location. 'When CorSec finds out I'm missing, you'll have more trouble than you can handle,' says Hal Horn.

'We're after your son, Corran. You're just the bait.'

The elder man smiles. 'That's the worst trouble of all.' It doesn't take long for Corran to discover his father is missing. The flashing lights of Boushh's perimeter alarms awaken you. 'Arm yourself,' whispers the Ubese.

A shock grenade crashes through the window, and stuns you as CorSec operatives break down the door. 'Put down your weapons!' yells Corran Horn as he bursts into the room.



Taking Corran Horn's father hostage made him more determined. He fights like a man possessed. You were expecting a tough fight, and your preparation has paid off. The battle turns into a standoff, but you have the trump card. 'You can't win,' you say to Corran. 'Stop this now. Surrender, Horn, and we'll release your father.

'Don't do it, son,' says the elder man. 'We knew this might happen someday.'

Corran Horn throws down his blaster, and so his men do the same. He holds his wrists out for you to cuff them. 'Alright, take me instead.' Then he looks you in the eye. 'You're going to pay for this. And pay dearly.'



Scenario 4: Rebel Officer

Find an Alliance major so good at his job that he can't get a promotion.



Another Rebel on the list is Coret Bhan, a Zabrak whose career is rising. According to reports, Bhan's field command skills are so valuable that the High Command won't promote him to a desk job. He's been a Major longer than anyone else in the Alliance.

You'll be able to attack Bhan while he's on a mission, but he'll be surrounded by veteran commandos. Your Imperial contacts put you in touch with a bounty hunter who has obtained Bhan's deployment orders from a Rebel courier.

In a warehouse near a mining outpost on Dantooine, you meet with the assassin droid known as IG-88. The dim lighting makes the glowing red optical sensors of the bounty hunter even more dreadful. When IG-88 speaks, his voice is a deep, cold metallic rasp that chills your bones.

'The target will lead a strike-and-fade operation on Dantooine two days from now,' begins the droid. He hands you a datapad with a schedule and map for the attack.

'The target is an Imperial outpost,' you note. 'If you're to collect this bounty, we'd better take him before he gets there.'

'Affirmative,' answers IG-88. 'Failing to include the interests of the client during the hunt can affect the bounty payment.' He takes the datapad and indicates a spot on the route. 'This is the chokepoint for our ambush,' he says.

In the rough terrain surrounding the Imperial outpost, the Rebels must cover the last kilometers on foot. On a hilltop, you and IG-88 lay in wait. As Bhan leads the commandos into a clearing, trip wires set off flechette mines and smoke bombs placed by the assassin droid. The Rebels are confused, so you launch your attack.



The assassin droid has none of the veneer of civilization that 4-LOM displayed. IG-88 is nothing but a mechanical killing machine. The ambush works to perfection, and soon the Rebels are forced to surrender.

Raising his hands, Coret Bhan says to his men, 'Must be something important in that outpost if they hired these assassins to guard it.'

'We're not defending the outpost,' you say as you take Bhan's blaster rifle. 'We're after you. There's a price on your head, you know.'

IG-88 puts binders on the Rebel officer. 'What the bounty knows is not my concern,' croaks his metallic voice. 'Only the payment matters.'



Scenario 5: Jedi Knight

Capture the most important remaining target, a powerful Force-sensitive.



Checking in with Imperial authorities, you update your list of Most Wanted. The most important remaining target is one of the last known Jedi Knights. The Jedi are always formidable opponents, and this is proven when you are put in touch with the most famous bounty hunter in the galaxy, Boba Fett.

Aboard his starship, Slave I, Fett informs you that he has been stalking Rachi Sitra, the Jedi Knight from the Most Wanted list. The bounty hunter never removes his helmet or armor, and his voice is a crackling rasp. 'I've been tracking Sitra's movements for weeks,' he says.

'I have reports of her actions during the battle on Talus,' you say, showing him the briefings you received from Imperial contacts. 'Rachi Sitra is no meditating healer, but an intimidating fighter and a leader of the Jedi.'

'The Jedi are involved with politics,' says Fett. 'That is their weakness.' He flicks on a screen that shows a comm stream. 'This transmission details Sitra's upcoming diplomatic mission to Dathomir.' You could almost swear that he's smiling beneath that helmet.

When Sitra's shuttle jumps into Dathomir space, Slave I is waiting behind an asteroid. Under hard acceleration, the Firespray bursts from cover, and Fett blasts away with heavy blaster cannon. Targeting the hyperdrive of the Jedi starship, the precise shots immobilize it.

Fett docks the two ships and you stand by him when the airlock is forced open. There you see Rachi Sitra, standing to meet you with calm assurance. Without turning to her Jedi bodyguards, she says, 'Get behind me. I'll take care of these bounty hunters.' She spits out the last two words with contempt. Her lightsaber springs to life, Fett fires a rocket from his wrist launcher, and the boarding action begins.



With a precise attack, your weapon knocks away the lightsaber of the Jedi knight. Bruised and battered, Rachi Sitra staggers back a few steps and stands calmly. 'My guards are defeated, and so am I,' she declares. Take me in, bounty hunter, I'm sure I'm worth more credits to you alive.'

As Boba Fett puts a pair of binders on Sitra, he says, 'Yes, you're right, Jedi. And you're worth quite a lot.' To you, he says, 'Let's take her to Imperial authorities.' You have captured the highest bounty on the Emperor's Most Wanted list.



